

GAME GENIE

**SUPER NES™
CODE UPDATE**



- **ActRaiser 2™**
- **Battletoads/Double Dragon™**
- **Bram Stoker's Dracula™**
- **Bugs Bunny in Rabbit Rampage™**
- **Flashback™**
- **Lethal Enforcer™**
- **Mega Man X™**
- **NBA Jam™**
- **Paladin's Quest™**
- **Ranma 1/2™**
- **Robocop versus The Terminator™**
- **Run Saber™**
- **Soldiers of Fortune™**
- **Top Gear 2™**
- **Total Carnage™**
- **Wolfenstein 3-D™**

THIS COULD BE YOUR LAST ISSUE!

SEE ADDRESS LABEL ON BACK. IF THIS IS YOUR LAST ISSUE, USE ORDER FORM (LAST PAGE)
AND CHECK "RENEWAL" BOX!

ACTRAISER 2 IS A TRADEMARK OF ENIX/QUINTET/YUZO KOSHIRO. BATTLETOADS/DDOUBLE DRAGON ARE TRADEMARKS OF RARE LTD./TECHNOS JAPAN CORPORATION. BRAM STOKER'S DRACULA IS A TRADEMARK OF COLUMBIA PICTURES INDUSTRIES INC. BUGS BUNNY IN RABBIT RAMPAGE IS A TRADEMARK OF WARNER BROS. FLASHBACK IS A TRADEMARK OF DELPHINE SOFTWARE INTERNATIONAL AND U.S. GOLD INC. LETHAL ENFORCER IS A TRADEMARK OF KONAMI (AMERICA) INC. MEGA MAN X IS A TRADEMARK OF TRADEMARKS OF CAPCOM. NBA JAM IS A TRADEMARK OF NBA PROPERTIES, INC. PALADIN'S QUEST IS A TRADEMARK OF ENIX AMERICA CORPORATION. RANMA 1/2 IS A TRADEMARK OF VIZ COMMUNICATIONS INC. ROBOCOP VERSUS THE TERMINATOR IS A TRADEMARK OF ORION PICTURES CORPORATION. RUN SABER IS A TRADEMARK OF HORI ELECTRIC CO., LTD. SOLDIERS OF FORTUNE IS A TRADEMARK OF OMEGA GROUP, LTD. TOP GEAR 2 IS A TRADEMARK OF KEMCO AMERICA, INC. TOTAL CARNAGE IS A TRADEMARK OF MIDWAY MANUFACTURING COMPANY. WOLFENSTEIN 3-D IS A TRADEMARK OF IMAGINEER AMERICA INC. SUPER NES IS A TRADEMARK OF NINTENDO OF AMERICA INC. GAME GENIE IS A REGISTERED TRADEMARK OF LEWIS GALOOB TOYS, INC.

GAME GENIE CODE BOOKLET SUPER NES™

Is published by Lewis Galoob Toys, Inc., as a supplement to the codebook. Correspondence should be addressed to:

GAME GENIE UPDATE/SUPER NES™

P.O. BOX 5941

STACY, MN 55078

All submissions become the property of Lewis Galoob Toys, Inc., and will not be acknowledged or returned.

GAME GENIE CONTACTS

For assistance with operating your Game Genie, or for warranty and service information:

GAME GENIE HELPLINE

1-513-868-8835

NOTE: CODES ARE NOT AVAILABLE BY PHONE

Or, write to:

Game Genie Consumer Service, 2350 Pleasant Avenue, Hamilton, OH 45015

To report problem codes:

Game Genie Consumer Service, 2350 Pleasant Avenue, Hamilton, OH 45015

Game Genie® works on many game titles for the Super Nintendo Entertainment System®. Not all effects can be created at the same time, some effects and combinations of effects are not available on some games, and some game play features may not be accessible.

Game Genie is a product of Lewis Galoob Toys, Inc., and is not manufactured, distributed or endorsed by Nintendo of America Inc. Nintendo, Super NES and Super Nintendo Entertainment System are trademarks of Nintendo of America Inc.

All game titles and related names of characters and game features are trademarks of their respective owners.

Game Genie and Galoob are trademarks of Lewis Galoob Toys, Inc. ©1991, 1992, 1993, 1994 Lewis Galoob Toys, Inc. All Rights Reserved. U.S. Patent No. 5,112,051.

ActRaiser 2™ Game

1	D727-4DD1	Start with 3 lives on Easy
2	FD27-4DD1	Start with 10 lives on Easy
3	9D27-4DD1	Start with 50 lives on Easy
4	DF27-4D61	Start with 1 life on Normal
5	D927-4D61	Start with 5 lives on Normal
6	FD27-4D61	Start with 10 lives on Normal
7	9D27-4D61	Start with 50 lives on Normal
8	DF27-4FD1	Start with 1 life on Hard
9	D927-4FD1	Start with 5 lives on Hard
10	FD27-4FD1	Start with 10 lives on Hard
11	9D27-4FD1	Start with 50 lives on Hard
12	DD67-4468	Infinite lives
13	D484-1F66	Start with 2 magic pts. on Easy
14	D584-1F66	Start with 7 magic pts. on Easy
15	DB84-1F66	Start with 9 magic pts. on Easy
16	DF8F-1766	Start with 1 magic pts. on Normal or Hard
17	D98F-1766	Start with 5 magic pts. on Normal or Hard
18	D58F-1766	Start with 7 magic pts. on Normal or Hard
19	DB8F-1766	Start with 9 magic pts. on Normal or Hard
20	3C65-CFA8	Infinite magic pts. (must have 1 to cast)
21	DC8F-1F06	Start with 1/2 health
22	DE8F-1F06	Start with 3/4 health
23	C2B0-CF07	Protection from most enemies
24	C2B2-C7D3	Protection from some ground hazards
25	D7C0-37A7	Small magic power-up adds 3 instead of 1
26	D9C0-37A7	Small magic power-up adds 5
27	DBC0-37A7	Small magic power-up adds 9

28	DFC9-3407	Large magic power-up adds 1 instead of 3
29	D9C9-3407	Large magic power-up adds 5
30	DBC9-3407	Large magic power-up adds 9
31	DFC7-3D67	Small health power-ups add 1 instead of 2
32	D0C7-3D67	Small health power-ups add 4
33	F9C7-3D67	Small health power-ups add 15
34	F0C7-3D67	Small health power-ups heal completely
35	D4C9-3FD7	Medium health power-ups add 2 instead of 5
36	D6C9-3FD7	Medium health power-ups add 8
37	F9C9-3FD7	Medium health power-ups add 15
38	F0C9-3FD7	Medium health power-ups heal completely
39	D4C7-3FA7	Large health power-ups add 2 instead of 10
40	D0C7-3FA7	Large health power-ups add 5
41	F9C7-3FA7	Large health power-ups add 15
42	F0C7-3FA7	Large health power-ups heal completely
43	DDB3-C764	All enemies take 1 hit to kill
44	DD33-476F	Infinite time

ActRaiser 2 is a trademark of ENIX/Quintet/YUZO KOSHIRO.

Battletoads/Double Dragon™ Game

1	DF60-D76D	Start with 2 lives
2	DB60-D76D	Start with 10 lives
3	DE6E-1466	Enemies have less energy
4	40B8-04AF	Infinite lives
5	DD65-DD0D + CB66-D46D + DF66-D4AD	Start on level 2 with 11 lives
6	DD65-DD0D + CB66-D46D + D466-D4AD	Start on level 3 with 11 lives
7	DD65-DD0D + CB66-D46D + D766-D4AD	Start on level 4 with 11 lives
8	DD65-DD0D + CB66-D46D + D066-D4AD	Start on level 5 with 11 lives
9	DD65-DD0D + CB66-D46D + D966-D4AD	Start on level 6 with 11 lives
10	4EB7-1DD6	Abobo has less energy
11	4EB3-C4DB	Big Blag has less energy
12	D7BA-3FA8	Roper has less energy
13	D7C5-3F66	Robo-Manus has less energy

Battletoads/Double Dragon and related names are trademarks of Rare Ltd. or Technos Japan Corporation.

Bram Stoker's Dracula™ Game

1	C263-0F2F	Infinite energy
2	3CC2-6F6D	Turbo walking
3	6D68-DFFF	1 hit kills all enemies—EXCEPT BOSSSES.
4	4AA8-64D4	Freeze most ground enemies

Bram Stoker's Dracula is a trademark of Columbia Pictures Industries Inc.

Bugs Bunny in Rabbit Rampage™ Game

1	C28C-4FAF	Infinite energy
2	DC60-CD0D	Start and continue with 10 lives
3	D460-CD0D	Start and continue with 2 lives
4	DDA3-3D07	Infinite lives
5	A38C-4FAF	Take minimal damage
6	DD88-476F	Full energy from carrots
7	DDBD-47DD + DDB2-440D	Spin attack drains no energy
8	D4BD-47DD + D4B2-4402	Spin attack drains more energy
9	F0B4-1404	Moon-jumping Bugs

10 0DB4-1404 + E0B7-1DD4

Super-jumping Bugs

Bugs Bunny in Rabbit Rampage and related names are trademarks of Warner Bros.

Flashback™ Game

1	3C1F-EDAC	Never lose a shield when shot—switch off to kill some enemies
2	8511-ED6C	Don't die from falling too far
3	D4D4-5F78	Start with 1 shield
4	D7D4-5F78	Start with 2 shields
5	D0D4-5F78	Start with 3 shields
6	D1D4-5F78	Start with 5 shields
7	D8D4-5F78	Start with 10 shields
8	F9D4-5F78	Start with 20 shields
9	77D4-5F78	Start with 50 shields
10	19D4-5F78	Start with 100 shields

CODES 11 THRU 15: LEVEL 1

11	74F0-5F7B	Start with 50 credits
12	10F0-5F7B	Start with 100 credits
13	ECF0-5F7B	Start with 250 credits
14	D4F0-5DEB	Start with 512 credits
15	D0F0-5DEB	Start with 1024 credits

CODES 16 THRU 20: LEVEL 2

16	7489-716F	Start with 50 credits
17	1089-716F	Start with 100 credits
18	EC89-716F	Start with 250 credits
19	D489-710F	Start with 512 credits
20	D089-710F	Start with 1024 credits
21	CB5D-8D08 + DF5D-8D68 + DD5D-8DA8	Always recharge to 0 shields
22	CB5D-8D08 + D45D-8D68 + DD5D-8DA8	Always recharge to 1 shield
23	CB5D-8D08 + D75D-8D68 + DD5D-8DA8	Always recharge to 2 shields
24	CB5D-8D08 + D05D-8D68 + DD5D-8DA8	Always recharge to 3 shields
25	CB5D-8D08 + D15D-8D68 + DD5D-8DA8	Always recharge to 5 shields
26	CB5D-8D08 + D65D-8D68 + DD5D-8DA8	Always recharge to 7 shields
27	CB5D-8D08 + D85D-8D68 + DD5D-8DA8	Always recharge to 10 shields
28	CB5D-8D08 + F95D-8D68 + DD5D-8DA8	Always recharge to 20 shields
29	CB5D-8D08 + 775D-8D68 + DD5D-8DA8	Always recharge to 50 shields
30	CB5D-8D08 + 195D-8D68 + DD5D-8DA8	Always recharge to 100 shields

Flashback is a trademark of Delphine Software International and U.S. Gold, Inc.

Lethal Enforcer™ Game

1	3CCE C4AB	Infinite bullets
2	3CB5 140C	No damage from bad guys
3	3CB2 446C	No energy loss when you hit civilians
4	F365 CF64 + F362 CD64	Play with more energy
5	6DBF 1FAC	Keep weapon until you die
6	DAA3 4F60	Magnum—more shots per round

Lethal Enforcer is a trademark of Konami (America) Inc.

Mega Man X™ Game

1	DBBE-446F	Start with 10 lives
2	D1BE-446F	Start with 7 lives
3	D0BE-446F	Start with 5 lives
4	DDBE-446F	Start with 1 life
5	C2B9-3404	Infinite lives
6	D6BE-47AF	Start with less energy
7	4DBE-47AF	Start with more energy
8	C2B9-1FF7	Infinite energy
9	6DB5-CD97	Most enemies are defeated with one shot
10	23BD-3F07	Start with all weapons and all enemies defeated—EXCEPT SIGMA
11	C9B3-4769	Infinite weapons once you have them

SOMETIMES JUMPS WILL GO BACK TO NORMAL

12	D08A-1FBC	Bogus jump
13	D58A-1FBC	Super jump
14	DB8A-1FBC	Mega-jump
15	DDB0-4FA1	Disable weapon charging
16	DDB1-4F61	Weapon charges to 1st power level faster

Mega Man X and related names are trademarks of Capcom.

NBA Jam™ Game

1	BBCC-0F6F	Visitor's baskets worth 1
2	34CC-0F6F	Visitor's baskets worth 2
3	30CC-0F6F	Visitor's baskets worth 3
4	39CC-0F6F	Visitor's baskets worth 4
5	35CC-0F6F	Visitor's baskets worth 5
6	36CC-0F6F	Visitor's baskets worth 6
7	3CCC-0F6F	Visitor's baskets worth 7
8	3ACC-0F6F	Visitor's baskets worth 8
9	BBC6-A7AF	Home's baskets worth 1
10	34C6-A7AF	Home's baskets worth 2
11	30C6-A7AF	Home's baskets worth 3
12	39C6-A7AF	Home's baskets worth 4
13	35C6-A7AF	Home's baskets worth 5
14	36C6-A7AF	Home's baskets worth 6
15	3CC6-A7AF	Home's baskets worth 7
16	3AC6-A7AF	Home's baskets worth 8
17	D8E7-C448	All players have super dunk ability
18	D6E1-CF38	All players have infinite turbo
19	D6E9-CD18	All players always "on fire"
20	D8ED-C418	All players have super interception ability
21	D6E5-C718	"Juice" mode
22	D6E4-CDC8	Shot success percentages displayed for non-dunk shots
23	D4BD-3038 + D4BA-C948	Only need 2 baskets to be "on fire"
24	D0BD-3038	Need 4 baskets to be "on fire"
25	D9BD-3038	Need 5 baskets to be "on fire"
26	D1BD-3038	Need 6 baskets to be "on fire"

27	D5BD-3038	Need 7 baskets to be "on fire"
28	D6BD-3038	Need 8 baskets to be "on fire"
29	DBBD-3038	Need 9 baskets to be "on fire"
30	DCBD-3038	Need 10 baskets to be "on fire"
31	D4BD-3038	Need 2 baskets to stay "on fire" until an opponent goes "on fire"
32	DDE1-3C2A	Turbo bar never goes up (until next quarter)
33	D3E1-3C2A	Turbo bar restores very slowly
34	F9E1-3C2A	Turbo bar restores much slower
35	F2E1-3C2A	Turbo bar restores slower
36	ODE1-3C2A	Turbo bar restores faster
37	9DE1-3C2A	Turbo bar restores much faster
38	6FE1-3C2A	Turbo bar restores extremely fast
39	D0E9-38FA	Turbo drains very slowly
40	D6E9-38FA	Turbo drains slower
41	FDE9-38FA	Turbo drains slightly slower
42	44E9-38FA	Turbo drains slightly faster
43	42E9-38FA	Turbo drains faster
44	76E9-38FA	Turbo drains very fast

NBA Jam is a trademark of NBA Properties, Inc.

Paladin's Quest™ Game

1	EEEB-6D1F	Chezni starts with 255 max. H.P.
2	EEE6-673F	Chezni starts with 255 present H.P.
3	46EB-6D3F	Chezni starts with 40 Power, 42 Attack
4	7AEB-6D3F	Chezni starts with 60 Power, 62 Attack
5	F3EB-6F3F	Chezni starts with 42 Defense, 30 Endurance
6	7AEB-6F3F	Chezni starts with 72 Defense, 60 Endurance
7	F3EB-6F1F	Chezni starts with 30 Speed
8	7AEB-6F1F	Chezni starts with 60 Speed
9	D6EA-6F1D	Chezni starts with a bow
10	D2EA-6F1D	Chezni starts with a light sword
11	FDEA-6F1D	Chezni starts with a mid sword
12	FCEA-6F1D	Chezni starts with a Aybro Spear
13	F5EA-6F1D	Chezni starts with a heavy sword
14	7DEA-6F1D	Chezni starts with a wind sword
15	70EA-6F1D	Chezni starts with HST
16	9FEA-6F1D	Chezni starts with Gomutai
17	54EA-6F1D	Chezni starts with a Psych Beam
18	57EA-6F1D	Chezni starts with a flame thrower
19	D8EA-6FCD	Chezni starts with light armor
20	DEEA-6FCD	Chezni starts with mid armor
21	FAEA-6FCD	Chezni starts with heavy armor
22	7FEA-6FCD	Chezni starts with storm armor
23	77EA-6FCD	Chezni starts with bib
24	D4EA-6F3D	Chezni starts with wood boots
25	F8EA-6F3D	Chezni starts with long boots
26	40EA-6F3D	Chezni starts with knife boots
27	F9EA-6F3D	Chezni starts with mid boots
28	74EA-6D3D	Chezni starts with sun helm
29	D9EA-6D3D	Chezni starts with leather helm

30	DAEA-6D3D	Chezni starts with helmet
31	4AEA-6D3D	Chezni starts with rage helmet
32	F1EA-6D3D	Chezni starts with power helmet
33	55EA-6D3D	Chezni starts with cosmo helmet
34	79EA-6F4D	Chezni starts with gabni shield
35	71EA-6F4D	Chezni starts with leather shield
36	DBEA-6F4D	Chezni starts with pick-axe
37	F0EA-6F4D	Chezni starts with gauntlet
38	FBEA-6F4D	Chezni starts with fire shield
39	59EA-6F4D	Chezni starts with Rft shield
40	BA88-6481	No money needed in toolhouse and weapon shop
41	BA3A-04BE	No money needed in learning center
42	D063-D401	Spell power increases at 2x normal rate
43	D163-D401	Spell power increases at 3x normal rate
44	10B5-6405	Almost infinite energy
45	108E-AF00	Spells use up no HP in battle mode

Paladin's Quest and related names are trademarks of Enix America Corporation.

Ranma 1/2™ Game

1	D7B4-0DA9 + EABF-04D9	Ranma moves faster—CAN'T MOVE BACKWARDS
2	E1B7-0769	Ranma's diagonal jumps are higher
3	F6B7-AD60	Ranma's diagonal kicks are harder
4	1DB1-D4D9	Ranma's dragon blast kills with 1 hit
5	D78F-6DD5 + EA8D-DFD5	Genma moves faster
6	E48C-6DD5	Genma's paternal anger (running at enemy) is faster
7	4689-0465	Genma's verbal punishment is stronger
8	1D89-0465	Genma's verbal punishment kills with 1 hit
9	EA81-6760 + D7B5-6460	Ryoga moves faster
10	EA8B-6D60 + D78B-6760	Ryoga jumps faster
11	1DD8-DD05	Ryoga's bandana throw kills with 1 hit
12	EAC9-D765 + D7C1-D465	Shampoo moves faster
13	E9CF-0765	Shampoo's dragon sky kick is faster
14	E9CE-D465	Shampoo's super fury charge goes farther
15	41C5-67D1	Shampoo's kick is faster
16	EA84-D4D1 + D787-DFD1	Akane moves faster
17	E880-D7D1 + D089-6760	Akane jumps faster
18	E68E-DFD1	Akane's 2-step whip kick is faster
19	41B8-6D69	Akane's 2-step whip kick is stronger
20	1D8B-6D69	Akane's 2-step whip kick kills with 1 hit
21	3E8A-DF61 + EE8A-D401	Akane's dust devil uppercut is faster
22	ECC5-64D9 + D0C6-6FD9	Gosunkugi moves faster
23	E8CB-67D9 + D0CC-64D9	Gosunkugi jumps faster
24	40D8-DD05	Gosunkugi's strawman throw does more damage
25	1DD8-DD05	Gosunkugi's strawman throw kills with 1 hit
26	EBC8-64D1 + D0BA-6FD1	Ukkyo moves faster
27	E8B2-67D1 + D0B3-64D1	Ukkyo jumps faster
28	EBC5-0FD0	Mousse's flying egg bombs are faster
29	1DB1-AF65	Mousse's eagle claw strike—1 hit kill

- 30 D6C1-0460 Mousse's claw strike is quicker
 31 DDD7-8407 Every move kills every opponent with 1 hit
 32 DD6B-D700 No knock back when opponent is cornered.

Ranma 1/2 and related names are trademarks of VIZ Communications Inc.

Robocop versus The Terminator™ Game

- | | |
|--------------|----------------------------------------------|
| 1 DFB3-CD0D | Start with 1 life |
| 2 DBB3-CD0D | Start with 9 lives |
| 3 DEB3-CD0D | Start with 15 lives—IGNORE COUNTER |
| 4 DDBE-0D05 | Infinite lives |
| 5 DD37-C4D7 | Super jump |
| 6 DE63-C460 | Rockets do more damage |
| 7 DE60-4460 | Normal pistol does more damage |
| 8 7D66-1F00 | Plasma rifle does massive damage |
| 9 FD64-446F | Only 10 Terminators to kill on the 3-D Stage |
| 10 7D64-446F | Only 30 Terminators to kill on the 3-D Stage |

Robocop versus The Terminator and related names are trademarks of Orion Pictures Corporation.

Run Saber™ Game

- | | |
|--------------------------|--------------------------------------------------------|
| 1 DF3A-6454 | Level select and 9 lives selectable on the option menu |
| 2 DD21-1F6F | Infinite lives—player 1 |
| 3 DD26-1F6F | Infinite lives—player 2 |
| 4 DD29-0474 | Start with no super bombs |
| 5 DF29-0474 | Start with 1 super bomb |
| 6 D929-0474 | Start with 5 super bombs |
| 7 DB29-0474 | Start with 9 super bombs |
| 8 DDE4-39E3 | Infinite super bombs—player 1 |
| 9 DDEF-3073 | Infinite super bombs—player 2 |
| 10 DDE1-44B5 | Bomb power-ups give no super bombs |
| 11 D4E1-44B5 | Bomb power-ups give 2 super bombs |
| 12 DF25-0D84 | Start with 1 health |
| 13 D025-0D84 + D039-0454 | Start with 4 health |
| 14 D925-0D84 + D939-0454 | Start with 5 health |
| 15 D625-0D84 + D639-0454 | Start with 8 health |

FOR CODES 16 THRU 18: IF YOU FALL INTO A PIT,
 SWITCH OFF EFFECTS TO GET OUT

- | | |
|--------------|--------------------------------|
| 16 C2B9-CDA4 | Almost invincible—player 1 |
| 17 C2B1-C4A4 | Almost invincible—player 2 |
| 18 18B0-C4A4 | Almost invincible—both players |
| 19 DF83-AD84 | Start with no continues |
| 20 D483-AD84 | Start with 1 continue |
| 21 D183-AD84 | Start with 5 continues |
| 22 DC83-AD84 | Start with 9 continues |
| 23 C2E7-4572 | Infinite continues |

Run Saber is a trademark of Hori Electric Co., Ltd.

Soldiers of Fortune™ Game

- | | |
|-------------|----------------------------------------|
| 1 DCE0-87AD | Smaller food power-ups heal 2x as much |
| 2 F0E0-87AD | Smaller food power-ups heal 4x as much |
| 3 F3E9-8FDD | Large food power-ups heal 2x as much |

4	7AE9-8FDD	Large food power-ups heal 4x as much
5	6DEB-8D0D	Special power power-ups are worth 6 (always fill meter)
6	3CC6-870D	Special powers aren't used up
7	CBC1-E46F	Infinite lives
8	1D4E-5475	Mercenary starts with much more health
9	1D44-87E5	Brigand starts with much more health
10	1D41-8F85	Gentleman starts with much more health
11	1D4B-8755	Navvie starts with much more health
12	1D42-8F75	Thug starts with much more health
13	1D4D-E4E5	Scientist starts with much more health
14	DDF6-5D50	Extra lives cost 244 instead of 500
15	DDF6-5DE0	Skill power-ups cost 44 instead of 300
16	DFF6-5F70	Health power-ups cost 1 instead of 75
17	FBF6-5F70	Health power-ups cost 25 instead of 75
18	DFF6-5F80	Speed power-ups cost 1 instead of 250
19	10F6-5F80	Speed power-ups cost 100 instead of 250
20	DFF6-5470	Wisdom power-ups cost 1 instead of 80
21	FBF6-5470	Wisdom power-ups cost 25 instead of 80
22	DFF6-5480	Special powers cost 1 instead of 150
23	74F6-5480	Special powers cost 50 instead of 150
24	DFF6-5780	Weapon power-ups cost 1 instead of 250
25	10F6-5780	Weapon power-ups cost 100 instead of 250

FOR CODES 26 THRU 109, IGNORE SPECIAL POWER INDICATOR
WHEN YOU HIRE YOUR CREW

26	DF40-ED75	Brigand starts with Bomb special power
27	DF40-EF75	Mercenary starts with Bomb special power
28	DF40-E475	Gentleman starts with Bomb special power
29	DF40-E775	Navvie starts with Bomb special power
30	DF49-ED75	Thug starts with Bomb special power
31	DF49-EF75	Scientiest starts with Bomb special power
32	D440-ED75	Brigand starts with Shot Burst special power
33	D440-EF75	Mercenary starts with Shot Burst special power
34	D440-E475	Gentleman starts with Shot Burst special power
35	D440-E775	Navvie starts with Shot Burst special power
36	D449-ED75	Thug starts with Shot Burst special power
37	D449-EF75	Scientiest starts with Shot Burst special power
38	D740-ED75	Brigand starts with Map special power
39	D740-EF75	Mercenary starts with Map special power
40	D740-E475	Gentleman starts with Map special power
41	D740-E775	Navvie starts with Map special power
42	D749-ED75	Thug starts with Map special power
43	D749-EF75	Scientiest starts with Map special power

FOR CODES 44 THRU 49, YOU HAVE THE DESTROY NODES SPECIAL POWER
EVEN THOUGH THE INDICATOR SHOWS MAP SPECIAL POWER

44	D040-ED75	Brigand starts with Destroy Nodes special power
45	D040-EF75	Mercenary starts with Destroy Nodes special power
46	D040-E475	Gentleman starts with Destroy Nodes special power
47	D040-E775	Navvie starts with Destroy Nodes special power
48	D049-ED75	Thug starts with Destroy Nodes special power

49	D049-EF75	Scientiest starts with Destroy Nodes special power
50	D940-ED75	Brigand starts with Repel Monster special power
51	D940-EF75	Mercenary starts with Repel Monster special power
52	D940-E475	Gentleman starts with Repel Monster special power
53	D940-E775	Navvie starts with Repel Monster special power
54	D949-ED75	Thug starts with Repel Monster special power
55	D949-EF75	Scientiest starts with Repel Monster special power
56	D140-ED75	Brigand starts with First Aid special power
57	D140-EF75	Mercenary starts with First Aid special power
58	D140-E475	Gentleman starts with First Aid special power
59	D140-E775	Navvie starts with First Aid special power
60	D149-ED75	Thug starts with First Aid special power
61	D149-EF75	Scientiest starts with First Aid special power
62	D540-ED75	Brigand starts with Freeze Monster special power
63	D540-EF75	Mercenary starts with Freeze Monster special power
64	D540-E475	Gentleman starts with Freeze Monster special power
65	D540-E775	Navvie starts with Freeze Monster special power
66	D549-ED75	Thug starts with Freeze Monster special power
67	D549-EF75	Scientiest starts with Freeze Monster special power
68	D640-ED75	Brigand starts with Shield special power
69	D640-EF75	Mercenary starts with Shield special power
70	D640-E475	Gentleman starts with Shield special power
71	D640-E775	Navvie starts with Shield special power
72	D649-ED75	Thug starts with Shield special power
73	D649-EF75	Scientiest starts with Shield special power
74	DB40-ED75	Brigand starts with Party Power special power
75	DB40-EF75	Mercenary starts with Party Power special power
76	DB40-E475	Gentleman starts with Party Power special power
77	DB40-E775	Navvie starts with Party Power special power
78	DB49-ED75	Thug starts with Party Power special power
79	DB49-EF75	Scientiest starts with Party Power special power
80	DC40-ED75	Brigand starts with Air Burst special power
81	DC40-EF75	Mercenary starts with Air Burst special power
82	DC40-E475	Gentleman starts with Air Burst special power
83	DC40-E775	Navvie starts with Air Burst special power
84	DC49-ED75	Thug starts with Air Burst special power
85	DC49-EF75	Scientiest starts with Air Burst special power
86	D840-ED75	Brigand starts with Distract Monster special power
87	D840-EF75	Mercenary starts with Distract Monster special power
88	D840-E475	Gentleman starts with Distract Monster special power
89	D840-E775	Navvie starts with Distract Monster special power
90	D849-ED75	Thug starts with Distract Monster special power
91	D849-EF75	Scientiest starts with Distract Monster special power
92	DA40-ED75	Brigand starts with Molotov special power
93	DA40-EF75	Mercenary starts with Molotov special power
94	DA40-E475	Gentleman starts with Molotov special power
95	DA40-E775	Navvie starts with Molotov special power
96	DA49-ED75	Thug starts with Molotov special power
97	DA49-EF75	Scientiest starts with Molotov special power
98	D240-ED75	Brigand starts with Ground Mine special power

99	D240-EF75	Mercenary starts with Ground Mine special power
100	D240-E475	Gentleman starts with Ground Mine special power
101	D240-E775	Navvie starts with Ground Mine special power
102	D249-ED75	Thug starts with Ground Mine special power
103	D249-EF75	Scientiest starts with Ground Mine special power
104	D340-ED75	Brigand starts with Dynamite special power
105	D340-EF75	Mercenary starts with Dynamite special power
106	D340-E475	Gentleman starts with Dynamite special power
107	D340-E775	Navvie starts with Dynamite special power
108	D349-ED75	Thug starts with Dynamite special power
109	D349-EF75	Scientiest starts with Dynamite special power

Soldiers of Fortune and related names are trademarks of Omega Group, Ltd.

Top Gear 2™ Game

1	DD2A-4D6D	Start with no nitros instead of 6
2	D42A-4D6D	Start with 2 nitros
3	D02A-4D6D	Start with 4 nitros
4	D62A-4D6D	Start with 8 nitros
5	DC2A-4D6D	Start with 10 nitros
6	C267-CD07	Infinite nitros for Player 1
7	C2CB-CF0F	Infinite nitros for Player 2
8	C9BD-1F04	Fuel never runs out

AFTER WINNING A RACE, MONEY AND POINT DISPLAYS WILL SHOW THE OLD VALUE BUT MONEY AND POINT TOTALS WILL BE UPDATED PROPERLY

9	7430-398E	1st place gives \$50,000 instead of \$10,000
10	7430-317E	2nd place gives \$50,000 instead of \$6,000
11	7430-318E	3rd place gives \$50,000 instead of \$4,000
12	7430-357E	4th place gives \$50,000 instead of \$3,000
13	7430-358E	5th place gives \$50,000 instead of \$2,000
14	7439-307E	6th place gives \$50,000 instead of \$1,000
15	7439-308E	7th place gives \$50,000 instead of \$0
16	7439-397E	8th place gives \$50,000 instead of \$0
17	7439-398E	9th place gives \$50,000 instead of \$0
18	7439-317E	10th place gives \$50,000 instead of \$0
19	F039-355A	1st place is worth 20 pts. instead of 10
20	F039-35EA	2nd place is worth 20 pts. instead of 6
21	F031-305A	3rd place is worth 20 pts. instead of 4
22	F031-30EA	4th place is worth 20 pts. instead of 3
23	F031-395A	5th place is worth 20 pts. instead of 2
24	F031-39EA	6th place is worth 20 pts. instead of 1
25	F031-315A	7th place is worth 20 pts. instead of 0
26	F031-31EA	8th place is worth 20 pts. instead of 0
27	F031-355A	9th place is worth 20 pts. instead of 0
28	F031-35EA	10th place is worth 20 pts. instead of 0
29	OBC4-49EE + 52C3-3083	Everything is free (must have enough to buy)

NOTE: "K" EQUALS 1000 (EX.: \$15K = \$15,000)

30	DFC5-405E	2nd engine costs \$1K instead of \$30K
31	DEC5-405E	2nd engine costs \$15K instead of \$30K

32	DFC5-40EE	3rd engine costs \$1K instead of \$50K
33	FBC5-40EE	3rd engine costs \$25K instead of \$50K
34	DFC5-495E	4th engine costs \$1K instead of \$80K
35	46C5-495E	4th engine costs \$40K instead of \$80K
36	DDC5-415E	2nd wet tires are free
37	DDC5-41EE	3rd wet tires are free
38	DDC5-455E	4th wet tires are free
39	DDC6-405E	2nd dry tires are free
40	DDC6-40EE	3rd dry tires are free
41	DDC6-495E	4th dry tires are free
42	DFC6-415E	2nd gear box costs \$1K instead of \$10K
43	D9C6-415E	2nd gear box costs \$5K instead of \$10K
44	DFC6-41EE	3rd gear box costs \$1K instead of \$30K
45	DEC6-41EE	3rd gear box costs \$15K instead of \$30K
46	DFC6-455E	4th gear box costs \$1K instead of \$50K
47	FBC6-455E	4th gear box costs \$25K instead of \$50K
48	DFCB-405E	2nd nitro costs \$1K instead of \$5K
49	D4CB-405E	2nd nitro costs \$2K instead of \$5K
50	DFCB-40EE	3rd nitro costs \$1K instead of \$15K
51	D5CB-40EE	3rd nitro costs \$7K instead of \$15K
52	DFCB-495E	4th nitro costs \$1K instead of \$30K
53	DECB-495E	4th nitro costs \$15K instead of \$30K
54	DFCC-405E	2nd side armor costs \$1K instead of \$5K
55	D4CC-405E	2nd side armor costs \$2K instead of \$5K
56	DFCC-40EE	3rd side armor costs \$1K instead of \$10K
57	D9CC-40EE	3rd side armor costs \$5K instead of \$10K
58	DFCC-495E	4th side armor costs \$1K instead of \$20K
59	DCCC-495E	4th side armor costs \$10K instead of \$20K
60	DFCC-415E	2nd rear armor costs \$1K instead of \$5K
61	D4CC-415E	2nd rear armor costs \$2K instead of \$5K
62	DFCC-41EE	3rd rear armor costs \$1K instead of \$10K
63	D9CC-41EE	3rd rear armor costs \$5K instead of \$10K
64	DFCC-455E	4th rear armor costs \$1K instead of \$20K
65	DCCC-455E	4th rear armor costs \$10K instead of \$20K
66	DFC8-405E	2nd front armor costs \$1K instead of \$5K
67	D4C8-405E	2nd front armor costs \$2K instead of \$5K
68	DFC8-40EE	3rd front armor costs \$1K instead of \$10K
69	D9C8-40EE	3rd front armor costs \$5K instead of \$10K
70	DFC8-495E	4th front armor costs \$1K instead of \$20K
71	DCC8-495E	4th front armor costs \$10K instead of \$20K

Top Gear 2 is a trademark of Kemco America, Inc.

Total Carnage™ Game

1	DFC3-44D2	Start with 2 lives
2	DBC3-44D2	Start with 10 lives
3	DFCD-1DD2 + 40B5-1DD4	Start with 1 time bomb
4	DBCD-1DD2	Start with 9 time bombs
5	DFBC-47D4	Join in with 2 lives and 3 time bombs
6	DBBC-47D4	Join in with 10 lives and 9 time bombs
7	C932-341E	Infinite lives
8	4029-3F12	Infinite time bombs

- | | |
|--------------------------------|----------------------------------------|
| 9 D6B3-C764 | Shields last longer |
| 10 DDB3-C764 | Shields don't last as long |
| 11 6D27-441E | Immune to damage from enemy |
| 12 C930-4D4A
change weapons | Weapons don't run out until you die or |

Total Carnage is a trademark of Midway Manufacturing Company.

Wolfenstein 3-D™ Game

- | | |
|-------------------------|----------------------|
| 1 C28D-7D0F | Infinite ammo |
| 2 C228-E7D4 | Infinite lives |
| 3 DF25-84D4 | Start with 1 life |
| 4 D125-84D4 | Start with 6 lives |
| 5 DB25-84D4 | Start with 9 lives |
| 6 C2CC-5D64 | Infinite energy |
| 7 1729-8704 + 1728-74D4 | Start with more ammo |

CODES 8 THRU 11 TAKE EFFECT ONLY AFTER LOSING 1ST LIFE

- | | |
|--------------------------|-------------------------------------------------|
| 8 622C-7764 | Start with chain gun as backup weapon |
| 9 622C-74A4 | Start with machine gun as backup weapon |
| 10 622A-7DD4 + D02C-7DA4 | Start with special weapon 1 (super machine gun) |
| 11 6228-7704 + D92C-7DAF | Start with special weapon 2 (rocket launcher) |
| 12 C289-77DF | Infinite ammo for special weapon 1 |
| 13 C28F-84DF | Infinite ammo for special weapon 2 |

Wolfenstein 3-D is a trademark of Imagineer America Inc.

UPDATE BACK ISSUES (Use order form on next page)

Back Issue #1 (Vol. 1, No. 1)

BLAZEON™, CHESTER CHEETAH: TOO COOL TO FOOL™, CLUE™, FIREPOWER 2000™, GODST™, HUNT FOR RED OCTOBER™, IMPERIUM™, MAGICAL QUEST STARRING MICKEY MOUSE™, MONOPOLY™, NBA™ ALL-STAR CHALLENGE™, NHLPA HOCKEY '93™, ON THE BALL™, PRINCE OF PERSIA™, PUSH-OVER™, ROAD RIOT 4WD™, ROAD RUNNER'S DEATH VALLEY RALLY™, SPACE MEGAFORCE™, SPIDER-MAN AND THE X-MEN: ARCADE'S REVENGE™, STREET FIGHTER II™ (MORE CODES), SUPER STAR WARS™ GAMES

Back Issue #2 (Vol. 1, No. 2)

BATMAN RETURNSTM, BEST OF THE BEST™, CYBERNATOR™, DRAGON'S LAIR™, FATAL FURY™, FINAL FANTASY II™ (ALTERNATE CODES), HARLEY'S HUMONGOUS ADVENTURE™, KING ARTHUR'S WORLD™, LETHAL WEAPON™, OUTLANDERTM, POPULOUS™, SONIC BLAST MAN™, STREET FIGHTER II™ (STILL MORE CODES), SUPER VALIS IV™, TERMINATOR™, TINY TOON ADVENTURES™ BUSTER BUSTS LOOSE™, WAYNE'S WORLD™, WING COMMANDER™ GAMES

Back Issue #3 (Vol. 1, No. 3)

ALIEN 3™, B.O.B.™, BAZOOKA BLITZKRIEG™, BUBSY™, DOOMSDAY WARRIOR™, DUNGEON MASTER™, E.V.O.™, FINAL FIGHT 2™, MARIO IS MISSING!™, MECHWARRIOR™, NIGEL MANSELL'S WORLD CHAMPIONSHIP RACING™, POCKY AND ROCKY™, PUGSLEY'S SCAVENGER HUNT™, SHADOWRUN™, STREET FIGHTER II: TURBO™, SUPER TURRICANT™, TAZ-MANIA™, VEGAS STAKES™, YOSHI'S COOKIE™ GAMES

Back Issue #4 (Vol. 1, No. 4)

THE 7TH SAGA™, AEROBIZZ™, ALIEN VS PREDATOR™, BATTLETOADS IN BATTLEMANIACSTM, BOXING LEGENDS OF THE RING™, COOL SPOT™, GOOF TROOP™, KAWASAKI CARIBBEAN CHALLENGE™, MECAROBOT GOLF™, MORTAL KOMBAT™ GAME, OPERATION LOGIC BOMB™, ROCK N' ROLL RACING™, SECRET OF MANA™, SUPER MARIO ALL-STARS™, SUPER OFF ROAD, THE BAJA™, TUFF E NUZZ™, WORLD HEROESTM, YOSHI'S SAFARI™, ZOMBIES ATE MY NEIGHBORSTM GAMES

Back Issue #5 (Vol. 2, No. 1)

ACTRAISER 2™, CLAY FIGHTER™, DAFFY DUCK: THE MARVIN MISSIONS™, DISNEY'S ALADDIN™, JURASSIC PARK™, MADDEN NFL '94™, NHL STANLEY CUP™, SUPER EMPIRE STRIKES BACK™, TECMO SUPER BOWL™, TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS™ GAMES



NOW GET GAME GENIE CODES FAST ON COMPUVERSE®!

Go "GAMEGENIE" and look in Library 8 for the latest new codes.

If you're not a CompuServe member, call 1-800-524-3388 and ask for Rep #583 to get details about a FREE introductory membership!



CODE UPDATE ORDER FORM

SUBSCRIBE TO GAME GENIE® UPDATES!

GET THE LATEST CODEBOOK

Latest edition available on date your order is received. See Coupon.

You can get codes for popular new games released after your Game Genie Codebook was printed!

Subscribe now and you'll get four quarterly Code Update issues for only \$3.50 plus \$1.50 postage and handling.

NOW! ORDER BACK ISSUES for only \$1.00 plus 50¢ postage and handling each. Offer good while supplies last.

HOW TO ORDER:

- 1) Fill out the coupon.
- 2) Check off the merchandise you want.
- 3) Fill in merchandise price, sales tax on the merchandise price (CA residents only) and postage and

- handling for the item(s) you are ordering.
 4) Enclose a check or money order with the coupon and mail to the address shown.

ALLOW UP TO 8-10 WEEKS TO RECEIVE FIRST MAILING OF UPDATE. ALLOW UP TO 4-8 WEEKS FOR DELIVERY OF CODEBOOK.

Offer void where prohibited or taxed. Offer may be modified or withdrawn, and price is subject to change, without notice. We are not responsible for lost, late or illegible mail. Do not send cash. Offer valid only in the U.S. © 1991, 1992, 1993 Lewis Galoob Toys, Inc. All Rights Reserved. Lewis Galoob Toys, Inc., South San Francisco, CA 94080. Super NES is a trademark of Nintendo of America, Inc. Game Genie is a trademark of Lewis Galoob Toys, Inc.

Game Genie® Code Updates Super NES™ Order Form

Please fill in all information and print clearly.

Please send me the merchandise I've checked.
I'm enclosing the merchandise price,
plus postage and handling per item.
(CA residents add sales tax.)

IMPORTANT!

CHECK HERE IF RENEWAL

Renew your subscription only if address label says "LAST ISSUE". Renewal \$3.50 + \$1.50 p/h

Cust ID# _____

COPY FROM ADDRESS LABEL

Last Name _____ First Name _____

Address _____

City _____ State _____ ZIP _____
ZIP CODE MUST BE GIVEN

✓	Merchandise	Price
	Back Issue #1 (Vol.1, No.1)	\$1.50
	Back Issue #2 (Vol.1, No.2)	\$1.50
	Back Issue #3 (Vol.1, No.3)	\$1.50
	Back Issue #4 (Vol.1, No.4)	\$1.50
	Back Issue #5 (Vol.2, No.1)	\$1.50
	Back Issue Price of \$1.50 Includes Postage & Handling	

✓	Merchandise	Price
	Code Update Subscription/Renewal (4 quarterly issues)	\$3.50
	Update Postage & Handling	+\$1.50

✓	Merchandise	Price
	Replacement Codebook	\$3.50
	Codebook Postage & Handling	+\$1.50

Merchandise Price \$ _____

CA Residents Sales Tax* \$ _____

Postage and Handling
(per item) \$ _____

Total Enclosed \$ _____

*IMPORTANT: CA RESIDENTS MUST INCLUDE YOUR LOCAL SALES TAX ON THE MERCHANDISE PRICE.

ALLOW UP TO 8-10 WEEKS TO RECEIVE FIRST MAILING OF UPDATE. ALLOW UP TO 4-8 WEEKS FOR DELIVERY OF CODEBOOK

Send a check or money order only, made payable to Game Genie Updates.

Mail to:

GAME GENIE UPDATES/SUPER NES
P.O. BOX 5941
STACY, MN 55078



BULK RATE
U.S. Postage Paid
PERMIT NO.1
Stacy, MN

GAME GENIE®

P.O. Box 5941
Stacy, MN 55078

**SUPER NES™
CODE UPDATE**



Invented by

Codemasters 

CODEMASTERS IS A TRADEMARK BEING USED UNDER
LICENSE FROM CODEMASTERS SOFTWARE CO. LTD.